

GAME BOY ADVANCE

AGB-B4ME-USA

**MARVEL**  
**ULTIMATE ALLIANCE**



INSTRUCTION BOOKLET

**ACTIVISION**



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO<sup>®</sup> HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Eye or muscle twitching**

**Loss of awareness**

**Altered vision**

**Involuntary movements**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



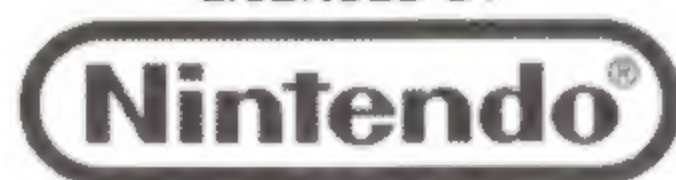
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**Descriptors**  
Fantasy Violence

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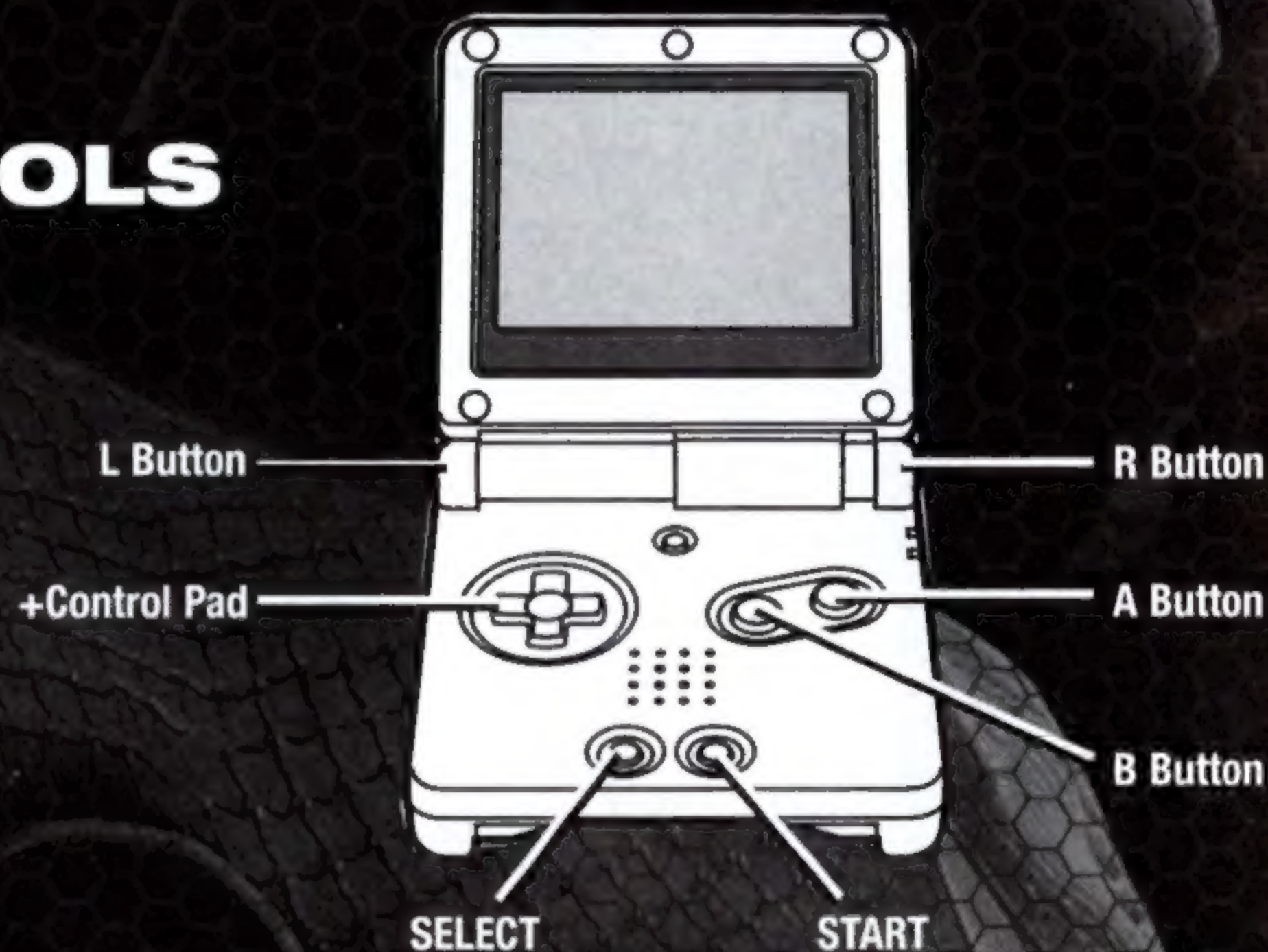


# GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Marvel™ Ultimate Alliance* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

*NOTE: The Marvel™ Ultimate Alliance Game Pak is for the Game Boy® Advance system only.*

## GAME BOY® ADVANCE CONTROLS





## STARTING THE GAME

1. Insert the Game Pak and turn on your Game Boy® Advance.
2. Press **START** to skip movies and enter the Game menu.
3. Using the +Control Pad, select **New Game** and press the **A** Button.
4. On the Character Select menu, use the **←** and **→** arrows on the +Control Pad to browse through characters. Press the **A** Button to select your character. Repeat these steps three more times by pressing **↑** or **↓** on the +Control Pad to switch to the next character slot. The orange slot is for your “Striker” character.

*Note: Not all characters are available from the start. New characters will unlock as you progress through the game.*

5. Before entering a mission, press the **B** Button at anytime to return to the previous screen.
6. Once all characters are selected, press **START** to begin the first mission.
7. After the first mission is completed, select the next mission from the Map screen.



# CHARACTER CONTROLS

## GENERAL

Jump	<b>A</b> Button
Attack	<b>B</b> Button
Cycle Item	<b>SELECT</b>
Use Special	<b>A + B</b> Buttons
Use Item	<b>R</b> Button
Striker	<b>L + R</b> Buttons
Toggle Characters	<b>L</b> Button
Pause Menu	<b>START</b>

To select menu options, use the +Control Pad to navigate. Highlight the desired option and press the **A** Button to accept. To select a menu option, follow the on-screen button prompts and press the **A** Button to accept and the **B** Button to go back.

## ALL CHARACTERS

Run	Double-tap +Control Pad ← or →
Running Bash	Run + <b>B</b> Button
Flying Attack	Jump + <b>B</b> Button
Throw	<b>B</b> Button (While holding an object)



## **MELEE FIGHTERS** (example: Wolverine)

Flying Bash	+Control Pad ↓ + <b>B</b> Button (While in air)
Quick Attack	Triple-tap <b>B</b> Button
Normal Attack	<b>B</b> Button
Charge	<b>B</b> Button and hold
Super Punch	Release <b>B</b> Button after Charge

## **RANGED FIGHTERS** (example: Iceman)

Flying Bash	+Control Pad ↓ + <b>B</b> Button (While in air)
Spin	Double-tap <b>B</b> Button and hold
Shoot	+Control Pad ← or → + <b>B</b> Button
Bash	<b>B</b> Button

## **OTHERS** (example: Deadpool)

Quick Attack	Triple-tap <b>B</b> Button
Normal Attack	<b>B</b> Button
Shoot	+Control Pad ← or → + <b>B</b> Button
Radius Attack	<b>B</b> Button and hold



## MENU NAVIGATION

**Main Menu**—From the Main Menu, you'll be able to start a new game, continue a game, enter the option screen or exit the game.

- **New Game**—Begin the initial phases of the game.
- **Load Game**—Continue a previously saved game.
- **Options**—Customize various aspects of the game. You'll be able to change the button layout, turn the background music on/off, change the game difficulty, or view the Help screen to see a brief overview of the game.

**Pause Menu**—From the Pause menu, you'll be able to save current progress or quit the game.

- **Return**—Return to the game.
- **Load**—Load a saved game.
- **Quit**—Exit to the main menu.

**S.H.I.E.L.D. Simulator**—S.H.I.E.L.D. Simulator challenges can be chosen from the map screen. Each challenge will have its own goal to complete, and your progress through it will be saved.



**Time Challenge**—Race through the level to find and defeat a certain number of enemies within a given time limit.

**Boss Challenge**—Defeat a set number of bosses.

**Scavenger Hunt**—Run around the level, searching for a number of listed items.

**Survival**—Survive against waves of foes for a set amount of time.

## CONQUER EVIL WITH THE ULTIMATE ALLIANCE

With the sinister Dr. Doom and the Masters of Evil on the verge of seizing unimaginable power—power that could destroy the fabric of the known universe—Colonel Nick Fury brings together an unprecedented force of the greatest Super Heroes™ in the world. In *Marvel™ Ultimate Alliance*, you call the shots and command the team that seeks to defeat an overwhelming army of villains. But even with this all-star roster of Marvel Super

Heroes™, do you have the strength, the speed and the cunning to save the day from the ultimate tide of evil? You must, for you and your Ultimate Alliance are mankind's last hope!





## ON-SCREEN DISPLAY



The On-Screen Display gives you quick, easy access to all of the information you need to guide your team of Super Heroes™ through the game.

**Health Meter**—Shows how much health your Super Hero has left. Taking damage reduces your available health. When your Super Hero reaches zero health, he'll be knocked out for the rest of the mission.



**Energy Meter**—Shows how much energy your Super Hero has left. Using Special powers reduces your available energy. When your Super Hero reaches zero energy, he'll be unable to perform Special Attacks. Energy regenerates over time.

**Striker Meter**—Shows how many available Striker Attacks your team has left.

## USEABLE ITEMS



**Health Dose**—This item restores 50 of your character's health points.



**Energy Shield**—This item creates a shield around your character. The shield sets the character's base defense rating to 10, for 5 seconds.



**Energy Dose**—This item regenerates 30 of your character's energy points.



**Grenade**—When thrown, a grenade explodes and causes damage.



**Key Card**—This item allows your characters to open locked doors and locked chests.



## GAMEPLAY BASICS

**Strikers**—These are your helper characters. Striker Attacks are devastating and will help turn the tide of a battle. Some Strikers have two attacks, depending on which hero has called them into the battle. As you progress through the game, new Strikers with more powerful attacks will become available.

**Wielding Objects**—Scattered about different levels are objects that can be hurled at your enemies. These objects vary from boulders to crates. Pick up objects by pressing the **B** Button while standing near them. To throw the item, press the **B** Button again.

**Traps**—In addition to dealing with dangerous enemies throughout the levels, watch out for hazardous traps! Fire Traps, Spike Traps and more are the order of the day, so watch your step!

**S.H.I.E.L.D. Access Points**—Throughout the levels are stations where you can save your game.



## TEAM BONUSES

During the mission, and each time your character gains prestige, a small indicator will appear over your character.

As a team defeats enemies, it will gain prestige. Earned prestige can be spent on a number of team upgrades.

## UPGRADES

Every playable character is upgradeable. The strength of a Striker is based on the strength of the character that called him. When an upgrade is obtained, it's applied to all characters (whether or not they are being played) on the team or back at the base. There are two to three upgrades available in each mission.



**Attack Upgrade**—Upgrades attack rating by a percentage of your original rating.



**Defense Upgrade**—Upgrades defense rating by a percentage of your original rating.





**Energy Upgrade**—Increases max energy by a percentage of your original max energy.



**Item Max Upgrade**—Adds one to the maximum for all of the items.



**Life Upgrade**—Increases max life by a percentage of your original max life.



**Special Upgrade**—Upgrades your special abilities.



**Striker Upgrade**—Adds one more Striker call per mission.

## OPTIONS

**Music Volume**—Adjust the volume of the game's music.

**Mute On/Off**—Toggle music volume on or off.

**Sound Volume**—Adjust the volume of the game's sound effects.

**Controller Setup**—Personalize your controls configurations.

**Credits**—View game credits.



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PG-13



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